HOW TO PLAY GEMMAS' GAUNTLET

A Minimalist Lite Action Platformer

CONTROLS and ABILITIES

Use a modern gamepad(xbox or ps type) or a keyboard to play the game. Keyboard controls use the standard WSAD layout for player movement, with actions such as PUNCH, FIRE/SHOOT, BLOCK and JUMP being mapped to the Q, K, L and SPACE keys respectively. Use the [ ] bracket keys to switch between fire-types, note however, that if you do not have enough GEM UNITS to actually FIRE/SHOOT a particular fire-type, it will not switch to that fire-type(green triangle, red circle, and yellow square).

Holding UP or DOWN will pan the camera in that direction respectively. The camera will also pan below the player if they are falling fast, in order to let them see more of what is below. During gameplay, you can view the controls layout by pressing the BACK/INFO BUTTON(left of the start button) on a modern controller or the I key on a keyboard.

Players can perform a DEFENSIVE DOUBLE JUMP by pressing JUMP again after a jump while still in the air, GEMMA will do a flip to indicate a successful DEFENSIVE DOUBLE JUMP, whilst in this state she is also invulnerable to damage and can avoid enemy attacks and environment hazards. DEFENSIVE DOUBLE JUMPS do not use up any GEM UNITS.

SLOW FALL, players can slow their fall by HOLDING UP and JUMP at the same time, while falling, this will slow the descent of the player while falling and enable them to steer themselves easier, this however costs GEM UNITS which will be negated slightly as the player maintains the SLOW FALL. This is also useful as certain flooring will break if the player falls on them too fast. SLOW FALL also enables the player to glide through dangerous areas easily and safely.

Players can BLOCK/ABSORB and DEFLECT enemy fire by pressing the L key or the BLOCK button(EAST BUTTON) on modern controllers. BLOCKING attacks gives the player some GEM UNITS(most of the time, this is 20 UNITS or more, per successful BLOCK) and obviously defends the player from attacks. GEMS are limited throughout the levels so BLOCKING and ABSORBING attacks are essential for success in GEMMAS' GAUNTLET. If the player takes a hit or falls off of the level(into the void) while they have zero GEM UNITS, they will lose a life, if they have no lives remaining…it is game-over and back to the start of the game. Gauntlet failed, try again!

DEFLECTING enemy fire happens automatically when the player BLOCKS enemy fire whilst already having 200(the maximum) GEM UNITS. It can also occur if the player performs a BLOCK slightly early(so that the enemy fire hits late in the block animation), the timing is precise and the window short but a successful DEFLECT will knock the enemy fire back the way it came, potentially hitting and sometimes destroying the enemy in a single hit! BLOCKING and failing to BLOCK uses up zero GEM UNITS.

A LANCE melee attack is performed by tapping the L key or BLOCK BUTTON twice fast, it uses up 5 GEM UNITS and is both a powerful attack and a useful defensive tactic. LANCING enemies can destroy most of them in a single hit and uses up less GEM UNITS than a PUNCH or any CHARGE SHOT, the LANCE object itself will automatically DEFLECT any enemy fire it makes contact with. The LANCE melee attack is also integral in defeating certain enemy types found later in the game. The players 'wind up' to the LANCE melee attack renders them invulnerable to attacks for a very slight moment.

PUNCH attack is the single most powerful attack in the game, players can press the Q key or PUNCH BUTTON (the NORTH face button). PUNCHES break through some walls, floors, ceilings and destroy nearly all enemies in a single hit, they break most enemy fire and attacks also. The players 'wind up' to the PUNCH attack renders them invulnerable to attacks for a very slight moment, this only applies to the straight PUNCH and air straight PUNCH as the other PUNCH types do not have any 'wind up' delay/animation. The PUNCH attack costs 10 GEM UNITS. Players can perform a straight PUNCH, a descending downward PUNCH and also a rising upward PUNCH. PUNCHES can be cancelled by simply pressing the opposite direction that the player is facing and moving in during the PUNCH. Downward and rising PUNCHES can only be performed whilst in the air, rising upward PUNCHES in particular can only be performed while already ascending during a jump.
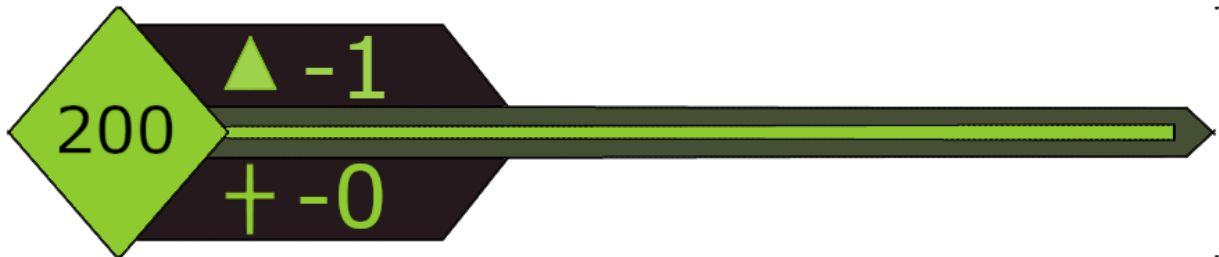
GEM UNITS and HUD
 'Green triangle' uses up 1 UNIT, 'red circle' uses up 15 GEM UNITS, 'yellow square' uses up 25 GEM UNITS. GEM UNITS are indicated by a number within the green diamond/gem shape and also the green bar to the right of it, inside the HUD display at the top left of the screen. The player can hold a maximum of 200 GEM UNITS. Most of the actions that the player can do, use up GEM UNITS, such as, PUNCHING, SHOOTING, using the LANCE melee attack.
 The player may CHARGE UP a shot in order to do extra damage and have other effects. This is done by holding the FIRE/SHOOT key or button down until you see Gemma start to flash white and glow, releasing the FIRE/SHOOT key/button will cause Gemma to shoot a charged shot, which is more powerful than a normal shot, they also use up more GEM UNITS.

 The top dark grey section of the hud, right of the GEM UNIT count, above the GEM UNIT bar, is the GEM UNIT COST ICON, which simply shows how much GEM UNITS the current fire-type will cost. This icon will switch when the player switches fire-types. Below this is the LIVES icon, the GREEN CROSS. This indicates how many extra lives/tries the player has remaining, finding and collecting GREEN CROSSES will give the player an extra life, there is a

limit of 3 however. Remember, taking a hit or falling into the void without any GEM UNITS or remaining LIVES will result in a game-over and a loss of ALL PROGRESS!

Additional icons on or near the hud include a KEY icon with an accompanying number(this may not show up if the player currently has zero keys) and also a reading of the current level number, as well as low GEM UNITS warnings for zero GEMS and low GEMS.

GAME RULES

GEM UNITS are both GEMMAS(the players) health and ammo, fueling her progress and abilities and her overall power. Taking hits from enemy fire will cause GEMMA to lose GEM UNITS, thus eventually restricting the players abilities until more GEM UNITS are gained. Players can collect GEMS throughout the levels and also ABSORB enemy fire and attacks to gain back GEM UNITS. The player is safe from death as long as they have a single GEM UNIT, when GEM UNITS are below 10, a warning will appear under the hud. Other collectibles include extra lives in the form of GREEN CROSSES and also KEYS, which are required to open LOCKED DOORS.

Some levels have LOCKED DOORS which restrict access to exit gateways or progress in general, sometimes KEYS are lying in plain sight throughout a level. Other times enemies may be 'holding' them, this is subtlety indicated by a glowing aura around an enemy who is in possession of a KEY, which will require the player to destroy said enemy in order to obtain the KEY, in this case the KEY may pop away from the destroyed enemy for the player to grab, if the KEY happens to fall off of the level into the void it will automatically be given to the player. Some levels may have multiple LOCKED DOORS and require the player to find as many KEYS. Any KEYS the player collects will be indicated in the hud as a KEY icon with an accompanying number beside it.

FALLING into the void causes the player to lose GEM UNITS, in the early introductory levels of the game falling off the level is harmless and has no cost, however once the real game begins there is a penalty for falling. Regardless, the player will be immediately brought back to either a checkpoint area (if they have reached one), or the start of the level.

Pause menu, if stuck, you can pause the game(P key or START BUTTON) to access the pause menu, from here you can choose to RETRY the current level or QUIT to the main menu. Your progress is saved when you reach each end of the level, saved data includes levels completed, current GEM UNIT count and current remaining LIVES, also whether you have cleared the game or not, which may be used for future end game content.

Thank you for trying out GEMMAS' GAUNTLET!